may be optical or magnetic, rigid or floppy. The disk **10** has many concentric video tracks **1A**, **1B**, **1C** . . . , each storing one picture. Fifty such tracks, and fifty pictures, are typically placed on the disk. A playback head **14** is seen adjacent one of these tracks. (Ordinarily the disk **10** will be contained in a protective cartridge, which is not shown here.) A player circuit **16**, shown as a block diagram, reproduces each picture for display on a television **18** according to a particular arrangement prescribed by the display attributes of the video picture file.

Data necessary for establishing the video picture file is contained in a remote memory **20** appended to the container **12**. The remote memory **20** may be a solid state device attached to the container **12** as a separate element as shown by FIG. **1**. It may also be a magnetic stripe formed on the container **12** or a removable element, say one of the disks, taken from the container **12** when it is in the player. In related patent application (B), Ser. No. 644,097, the remote memory **20** is shown as a detachable memory module containing one or more electrically-erasable programmable read-only memories (EEPROMs).

The remotely-stored data includes display attributes initially obtained by editing the pictures, that is, by assigning the pictures to one or more of, say, twenty albums or categories of like image content, by rearranging the viewing order (from the order on the disks), by skipping some pictures, by adding text to the assigned pictures, by setting individual viewing times, and so on. The viewer communicates with the player circuit **16** by observing editing "screens" **22** produced on the television **18**, which provide a guide to selections, and then entering a decision via an infra-red remote controller **24**.

The video picture file data is stored in the remote memory **20** and remains there though the container **12** is removed from the player. To view an album, the container **12** is inserted into the player and the remote memory **20** is connected into the player circuit **16**. An album is selected by observing album selection "screens" generated from the picture file data and pressing appropriate buttons on the controller **24**. The pictures are then obtained in a rearranged order according to the particular album by accessing the disks, and the picture tracks on the disks, in a rearranged sequence—that is, a sequence unlike the order of disks, and tracks on the disks, as stored in the container **12**. Viewing then proceeds automatically through the album according to the preselected display attributes with the viewer essentially unaware of the particular disks and tracks being accessed. The most the viewer does is to advance from one picture to the next by depressing an appropriate button on the remote controller **24**.

The player circuit **16** includes a digital processor **26** that operates by means of programs and data stored in a memory array **28**. The memory array **28** includes a set of read-only memories (ROMs) **30** for storing the operating programs and a word library for text generation. Read and write memories include the aforementioned remote memory **20** and inputoutput (I/O) space **32** for memory-mapped I/O, that is, an area of memory space dedicated to memory addresses that are actually used to address peripherals (such as motors and sensors). Each memory in the array **28** is connected to an address bus **36** and a data bus **34**.

The processor **26** also interchanges data with a video circuit **38**, which processes video and control data either read from or written on (i.e., applied to) the video disk **10**. The processor **26** is also connected to a text controller **40**, which generates the aforementioned "screens". The digital processor **26** operates the player by coordinating signals from a variety of input sensors, including the remote controller **24** and the head **14**, with commands to a variety of output devices, including the motors (not shown) that move the container **12** in the player, remove the disk **10**, position the head **14**, and rotate the disk **10**. The display to the television **18** is provided by switching the video circuit **38** line-by-line between a picture signal from the head **14** and a text signal from the text controller **40**.

The organization of the pictures into a video picture file is reduced to a manageable task by partitioning the editing procedure into several levels according to related patent application (C), Ser. No. 644,166. The editing procedure involves a variety of the aforementioned "screens"; viewer selections are made from the remote controller **24** based on messages on the "screens". Before describing in detail the "screens", and the circuits and techniques for implementing and using them, it is helpful to recognize the part the method according to the invention plays in the overall editing procedure. Once editing commences, by a command initiated from the controller **24**, a "set-up screen" shows on the television monitor **18**. The "set-up screen" offers the viewer an opportunity to review and change certain display parameters (described in detail later) that apply for all the pictures The "set-up screen" also includes a particular parameter that, when selected, takes the viewer to the next step of editing, (by way of the "menu screen", which will be explained later). The various editing levels then appear on the television **18**. Two are of particular interest: the "disk edit" level and the "picture edit" level. Categorizing the pictures into albums is done by virtue of the "disk edit" level. Engaging this level causes the processor **26** to retrieve the first picture from a selected disk in the container **12**. The picture is reproduced along with a descriptive overlay showing the available albums. The viewer inspects the picture and selects the album deemed appropriate for that picture. When the selection is made, the album assignment for the picture is entered into the remote memory **20**. This procedure continues for each of the pictures.

As often happens, the viewer would like to look again at the pictures which were skipped (i.e., unassigned to an album) in the initial pass through the "disk edit" level. It is of course possible to start the "disk edit" level all over again. The previous assignments—or lack thereof—will show on the descriptive overlay. However, according to the invention, a much more convenient procedure is provided by the "picture edit" level. Engaging this level causes the processor **26** to retrieve the first picture from a selected disk that is unassigned to any album. As with the "disk edit" level, the picture is reproduced with an album overlay and the appropriate album may be selected. But now the viewer only has to contend with the pictures that were skipped. In the preferred embodiment of the invention, the "picture edit" level causes the selection of only those pictures unassigned to any album. As will be shown, the selection of one or more of up to twenty albums for each picture is provided. With so many albums, it may be helpful if the "picture edit" level is capable of selecting those pictures unassigned to one or more selected albums. The invention as claimed is intended to cover this eventuality. Thus, the entering of the "picture edit" level may include the specification of one or more ex-